

Amendments:

In the Claims:

1. (Previously Amended) A printing and dispensing bonusing system for electronic gaming devices, said system comprising:

at least one detection means adapted for connection to an electronic apparatus, said detection means operative to detect selected event occurrences on an electronic apparatus and output event occurrence notification signals upon detection of an event;

event detection sampling means in information transmission connection with said detection means, said event detection sampling means operative to detect and receive event occurrence notification signals from said detection means, analyze said event occurrence notification signals and output event occurrence information signals including information specifying selected event occurrences;

event occurrence information signal computing means in information transmission connection with said event detection sampling means, said event occurrence information signal computing means operative to receive and analyze said selected event occurrence information signals output by said event detection sampling means and upon detection of selected event occurrence notification signals, output command signals for initiating operation of at least one bonus printing/dispensing device connected to a programmable event occurrence information signal computing device; and

said at least one bonus printing/dispensing device independent of a standard output device of the electronic gaming device and operative to accept command signals from said programmable event occurrence information signal computing device and to print and dispense bonus information and awards resulting from selected events occurring on the electronic gaming device whereby an operator/player of the electronic gaming device is awarded selected bonus information and awards.

2. (Previously Amended) The printing and dispensing bonusing system for electronic gaming devices of claim 1 wherein said detection means comprises a plurality of optical isolators.

3. (Original) The printing and dispensing bonusing system for electronic gaming devices of claim 1 wherein said event detection sampling means comprises at least one input register operative to monitor said detection means such that any event occurrence on said electronic apparatus will be detected and stored for access by said event occurrence information signal computing means.

4. (Previously Amended) The printing and dispensing bonusing system for electronic gaming devices of claim 3 wherein said event detection sampling means is operative to receive and analyze said event occurrence signals output by an electronic apparatus to determine the selected event occurrence that has occurred in an electronic

apparatus, said event detection sampling means operative to store said event in data storage registers within said event detection sampling means.

5. (Original) The printing and dispensing bonusing system for electronic gaming devices of claim 4 wherein said event occurrence information signal computing means comprises a programmable microcontroller chip programmed to scan said data storage registers within said event detection sampling means and remove, identify and compare a selected event occurrence notification signal found within a selected data storage register of said event detection sampling means with an event occurrence table encoded into data storage registers within said event occurrence information signal computing means, said table corresponding to selected event occurrence information signals which in turn correspond to particular event occurrences on an electronic apparatus.

6. (Original) The printing and dispensing bonusing system for electronic gaming devices of claim 5 wherein said event occurrence information signal computing means further is operative to identify a match of an event occurrence information signal and an event occurrence number within said registers of said event occurrence information signal computing means, said event occurrence information signal computing means operative to output one of said command signals related to said event occurrence number to at least one of said connected bonus printing/dispensing device.

7. (Original) The printing and dispensing bonusing system for electronic gaming devices of claim 1 wherein said at least one bonus printing/dispensing device comprises at least one printing device operative to dispense a printed ticket or voucher representative of the selected bonus item.

8. (Original) The printing and dispensing bonusing system for electronic gaming devices of claim 1 wherein said at least one printing/dispensing device comprises at least one dispensing device which is operative to output bonus items selected from the group of coin, cash, scrip, bonus tickets, lottery tickets, scratch off tickets, complimentaries and promotional materials.

9. (Previously Amended) A printing and dispensing bonusing system for electronic gaming devices, said system comprising:

at least one read only detection means adapted for connection to an electronic apparatus, said detection means operative to detect selected event occurrences on an electronic apparatus and output event occurrence notification signals upon detection of an event;

event detection sampling means in information transmission connection with said read only detection means, said event detection sampling means operative to detect and receive event occurrence notification signals from said read only detection means, analyze said event occurrence notification signals and output event occurrence information signals including information specifying event occurrences;

event occurrence information signal computing means in information transmission connection with said event detection sampling means, said event occurrence information signal computing means operative to receive and analyze said event occurrence information signals output by said event detection sampling means and upon detection of selected event occurrence information signals, output command signals for initiating at least one connected output command signals for initiating at least one connected output device to perform a selected operation corresponding to said command signal; and

said at least one bonus printing/dispensing device independent of a standard output device of the electronic gaming device and operative to accept command signals from said programmable event occurrence information signal computing device and to print and dispense bonus information and awards resulting from selected events occurring on the electronic gaming device whereby an operator/player of the electronic gaming device is awarded selected bonus information and awards.

10. (Previously Amended) A printing and dispensing bonusing system for electronic gaming devices, said system comprising:

at least one detection means for detecting selected event occurrences on an electronic apparatus and outputting event occurrence notification signals upon detection of an event;

event detection sampling means in information transmission connection with said detection means, said event detection sampling means operative to detect and receive event occurrence notification signals from said detection means, analyze said event occurrence notification signals and output event occurrence information signals including information specifying selected event occurrences;

event occurrence information signal computing means in information transmission connection with said event detection sampling means, said event occurrence information signal computing means operative to receive and analyze said event occurrence information signals output by said event detection sampling means and upon detection of selected event occurrence information signals, output command signals for initiating operation of at least one bonus printing/dispensing device connected to a programmable event occurrence information signal computing device; and

said at least one bonus printing/dispensing device independent of a standard output device of the electronic gaming device and operative to accept command signals from said programmable event occurrence information signal computing device and to print and dispense bonus information and awards resulting from selected events occurring in the electronic gaming device whereby an operator/player of the electronic gaming device is awarded preselected bonus information and awards.

11. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed by the electronic gaming device.

12. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed by a second electronic gaming device.

13. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed at a kiosk.

14. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards comprise merchandise.

15. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed by a “ticket in ticket out (TITO)” system.

16. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the printing/dispensing device is compatible with a “ticket in ticket out (TITO)” system.

17. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the printing/dispensing device is an integrated component of the electronic gaming device.

18. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the standard output device of the electronic gaming device is a payout processor that determines payment based on a payable.

19. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 18, where the payout processor generates commands for peripheral devices of the electronic gaming device.

20. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 18, where the payment is in coinage.

21. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 18, where the payment is compatible with a “ticket in ticket out (TITO)” system.

22. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the event occurrence information signal computing means initiates a notification to the operator/player that an event has occurred.

23. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification is a video message.

24. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs on a player tracking display.

25. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs is an audio message.

26. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs via the printing device.

27. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs via the dispensing device.